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## Pic Basic Projects 30 Projects Using Pic Basic And Pic Basic Pro

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Class 10 english project (How to tell wild animals) #cbse #project #2022 MINI Scrapbook Base Tutorial With Measurements | Craft Ideas | School Project 35 Animals Projects - 30 Minute Watercolor Animals Book 2 easy ways to make scrapbook for school project The 30 Day Sketchbook Project by Minnie Small | Art Book First Impressions Project border design, Beautiful satisfying border design, #shorts #projectfiledecoration #border\_des how to make a portfolio for school project || class 7 portfolio || Angel's art creation world How to start an illustrated journal How to start a 100 day project | daily drawing (2021) The 3 Easiest Ways of Making a Notebook DIY scrapbook for beginners | scrapbook tutorial | how to make a scrapbook | scrapbook for birthday Recycled Aesthetic Scrapbook. (tutorial step by step) easy way to make scrapbook base at home | how to make scrapbook| #scrapbook How to make Photo Album Base Easy Way | Big Scrapbook Base Tutorial with many pages How to make Scrapbook with Sticks | Back to School Craft Ideas Getting Surreal · 30 Ways to Fill a Sketchbook · SemiSkimmedMin How to make a Base of a Scrapbook | Step by step Tutorial | Friendship day Scrapbook | Project Ideas for Full Sized Magazine Images Developing Highly Scalable Image Storage Solution with AWS Serverless • Vadym Kazulkin • GOTO 2024 Notebook Border Design/Very Easy Border Design For Project Front Page Border design for Maths project/ A4 file / shorts Dictionary for college project |Handmade dictionary |Mini dictionary | Dictionary for students Paper Border Design | Paper Border Design for Projects | Paper Border Design Ideas | Project Design Art Integration Project on chemical equation and reaction chemistry#share #saniya #suscribe #craft The 30-Day Sketchbook Project (book flip)

The Spoonflower Quick-sew Project Book

Advanced PIC Microcontroller Projects in C

PIC Basic Projects

30-Minute Chemistry Projects

PIC Microcontrollers

Programming PIC Microcontrollers with XC8

Dead Simple Python

Drawdown

30-Minute Robotics Projects

ARM-Based Microcontroller Multitasking Projects

PIC in Practice

SD Card Projects Using the PIC Microcontroller

Making Thinking Visible

Easy Origami

PIC Projects and Applications using C

Creative Coding in Python

PIC in Practice

Military Advanced Regional Anesthesia and Analgesia Handbook

DIY Microcontroller Projects for Hobbyists

*Pic Basic Projects 30 Projects Using Pic  
Basic And Pic Basic Pro*

*OMB No. 0591276928651 edited by*

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**DANIELA DEVIN**

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The Spoonflower Quick-sew Project Book Newnes

This book is a thoroughly practical way to explore the 8051 and discover C programming through project work. Through graded

projects, Dogan Ibrahim introduces the reader to the fundamentals of microelectronics, the 8051 family, programming in C, and the use of a C compiler. The specific device used for examples is the AT89C2051 - a small, economical chip with re-writable memory, readily available from the major component suppliers. A working knowledge of microcontrollers, and how to program them, is essential for all students of electronics. In this

rapidly expanding field many students and professionals at all levels need to get up to speed with practical microcontroller applications. Their rapid fall in price has made microcontrollers the most exciting and accessible new development in electronics for years - rendering them equally popular with engineers, electronics hobbyists and teachers looking for a fresh range of projects. Microcontroller Projects in C for the 8051 is an ideal

resource for self-study as well as providing an interesting, enjoyable and easily mastered alternative to more theoretical textbooks. Practical projects that enable students and practitioners to get up and running straight away with 8051 microcontrollers A hands-on introduction to practical C programming A wealth of project ideas for students and enthusiasts

Advanced PIC Microcontroller Projects in C Oxford University Press, USA

This book provides a unique approach to teaching how systems or processes can be automated without having prior knowledge of any computer programming language. It presents step-by-step practical guidelines on how sensors, actuators, and other electronic components can be interfaced to microcontrollers for building smart systems using the Flowcode graphical programming software. The book is intended for students in vocational and technical colleges or any other person interested in learning how to build mechatronics systems. The book is in two parts, part 1 and part 2. Part 1 begins with an overview of mechatronics evolution in chapter 1, while chapter 2 discusses some electronic basics essential to mechatronics for users with no electronic knowledge. Chapter 3 covers discussion on hardware and software required for implementing the projects in the book. Part 2 of the book contains the twenty-one projects. The book assumes no knowledge of electrical/electronic and programming languages. Emphasis is placed on practical demonstrations for building the projects in the book. Steps for implementing each project are illustrated with graphics obtained from the Flowcode software.

#### **PIC Basic Projects** Elsevier

\*\*\*Over a half-million sold! And available now, the Wall Street Journal Bestselling sequel The Unicorn Project\*\*\* “Every person involved in a failed IT project should be forced to read this book.”—TIM O'REILLY, Founder & CEO of O'Reilly Media “The Phoenix Project is a must read for business and IT executives who are struggling with the growing complexity of IT.”—JIM WHITEHURST, President and CEO, Red Hat, Inc. Five years after this sleeper hit took on the world of IT and flipped it on its head, the 5th Anniversary Edition of The Phoenix Project continues to guide IT in the DevOps revolution. In this newly updated and expanded edition of the bestselling The Phoenix Project, co-author

Gene Kim includes a new afterword and a deeper delve into the Three Ways as described in The DevOps Handbook. Bill, an IT manager at Parts Unlimited, has been tasked with taking on a project critical to the future of the business, code named Phoenix Project. But the project is massively over budget and behind schedule. The CEO demands Bill must fix the mess in ninety days or else Bill's entire department will be outsourced. With the help of a prospective board member and his mysterious philosophy of The Three Ways, Bill starts to see that IT work has more in common with a manufacturing plant work than he ever imagined. With the clock ticking, Bill must organize work flow streamline interdepartmental communications, and effectively serve the other business functions at Parts Unlimited. In a fast-paced and entertaining style, three luminaries of the DevOps movement deliver a story that anyone who works in IT will recognize. Readers will not only learn how to improve their own IT organizations, they'll never view IT the same way again. “This book is a gripping read that captures brilliantly the dilemmas that face companies which depend on IT, and offers real-world solutions.”—JEZ HUMBLE, Co-author of Continuous Delivery, Lean Enterprise, Accelerate, and The DevOps Handbook

#### 30-Minute Chemistry Projects Apress

Extensively revised and updated to encompass the latest developments in the PIC 18FXXX series, this book demonstrates how to develop a range of microcontroller applications through a project-based approach. After giving an introduction to programming in C using the popular mikroC Pro for PIC and MPLAB XC8 languages, this book describes the project development cycle in full. The book walks you through fully tried and tested hands-on projects, including many new, advanced topics such as Ethernet programming, digital signal processing, and Rfid technology. This book is ideal for engineers, technicians, hobbyists and students who have knowledge of the basic principles of PIC microcontrollers and want to develop more advanced applications using the PIC18F series. This book Includes over fifty projects which are divided into three categories: Basic, Intermediate, and Advanced. New projects in this edition: Logic probe Custom LCD font design Hi/Lo game Generating various waveforms in real-time Ultrasonic height measurement Frequency counter Reaction timer GPS projects Closed-loop ON/OFF temperature control Bluetooth projects (master and slave) Rfid

projects Clock using Real-time-clock (RTC) chip RTC alarm project Graphics LCD (GLCD) projects Barometer+thermometer+altimeter project Plotting temperature on GLCD Ethernet web browser based control Ethernet UDP based control Digital signal processing (Low Pass Filter design) Automotive LIN bus project Automotive CAN bus project Multitasking projects (using both cooperative and Round-robin scheduling) Unipolar stepper motor projects Bipolar stepper motor projects Closed-loop ON/OFF DC motor control A clear introduction to the PIC 18FXXX microcontroller's architecture Covers developing wireless and sensor network applications, SD card projects, and multi-tasking; all demonstrated with the block and circuit diagram, program description in PDL, program listing, and program description Includes more than 50 basic, intermediate, and advanced projects

#### PIC Microcontrollers Newnes

Jenny Ryan has created a collection of projects that anyone can complete in a jiffy. Simple sewing techniques and quick yet stylish projects combine in this book that teaches readers basic sewing skills while they create adorable yet useful items to keep for themselves or give as thoughtful presents. Use surface embellishment techniques including applique and embroidery to transform plain tees or old linens into pretty and unique signature items like a pillowcase purse or a skinny summer scarf, or create lovable critters or a set of crafty coasters from scrap fabric and felted sweaters. A focus on using vintage and repurposed thrift fabrics shows readers how they can whip up unique sewing projects that are also easy on the planet (and on your pocketbook).--From publisher description.

#### Programming PIC Microcontrollers with XC8 Elsevier

Patterns for Uhura's dress, Hobbit slippers, a Summer Queen shawl, and other projects for crafty geeks . . . The best of science fiction, manga, and animaguiiri meets knit one, purl two as knit siren and part-time roller derby girl Joan of Dark offers up an out-of-this-world assortment of knitting nerdiness. The patterns for thirty iconic clothing and accessory items inspired by popular TV shows, books, films, comics, and more—including Star Trek, Lord of the Rings, Star Wars, and Firefly—are presented alongside full-color photos showcasing completed projects, such as: \* Lieutenant Uhura's sexy Star Trek minidress \* Hobbit feet slippers \* Firefly-inspired scarf, socks, hat, and jacket \* Tank Girl socks \*

Hermione Granger's secret beaded bag \* Manga-inspired leg warmers \* The Big Bang Theory-inspired his and hers sweater-vests \* Lord of the Rings-inspired shrug In addition to a wardrobe of costume finery, hobbyists will also find instructions for practical projects such as an e-reader cover or a laptop bag crafted of checkered fabric that serves double-duty as a chessboard and carryall, as well as patterns for plush toys inspired by Star Trek, robots, and the comic book Squee! Wear your nerdiness on your sleeve with Knits for Nerds.

*Dead Simple Python* Packt Publishing Ltd

PIC Microcontrollers are a favorite in industry and with hobbyists. These microcontrollers are versatile, simple, and low cost making them perfect for many different applications. The 8-bit PIC is widely used in consumer electronic goods, office automation, and personal projects. Author, Dogan Ibrahim, author of several PIC books has now written a book using the PIC18 family of microcontrollers to create projects with SD cards. This book is ideal for those practicing engineers, advanced students, and PIC enthusiasts that want to incorporate SD Cards into their devices. SD cards are cheap, fast, and small, used in many MP3 players, digital and video cameras, and perfect for microcontroller applications. Complete with Microchip's C18 student compiler and using the C language this book brings the reader up to speed on the PIC 18 and SD cards, knowledge which can then be harnessed for hands-on work with the eighteen projects included within. Two great technologies are brought together in this one practical, real-world, hands-on cookbook perfect for a wide range of PIC fans. Eighteen fully worked SD projects in the C programming language Details memory cards usage with the PIC18 family

### **DRAWDOWN**

Abrams

Program PIC microcontrollers to drive small motors Get your motors running in no time using this easy-to-follow guide. Detailed circuit diagrams and hands-on tutorials show you, step by step, how to program PIC microcontrollers to power a wide variety of small motors. You'll learn how to configure all the hardware and software components and test, troubleshoot, and debug your work. Running Small Motors with PIC Microcontrollers is filled with more than 2,000 lines of PicBasic Pro code you can use right away. Use PIC microcontrollers to control all kinds of

small motors, including: Model aircraft R/C servos Small DC motors Servo DC motors with quadrature encoders Bipolar stepper motors Small AC motors, solenoids, and relays

### **30-Minute Robotics Projects** PIC Basic Projects

Teaches you things you need to know about the 16-bit PIC 24 chip. This title teaches you how to side-step common obstacles, solve real-world design problems efficiently, and optimize code for the PIC 24 features.

*ARM-Based Microcontroller Multitasking Projects* Newnes

A practical guide to building PIC and STM32 microcontroller board applications with C and C++ programming Key Features Discover how to apply microcontroller boards in real life to create interesting IoT projects Create innovative solutions to help improve the lives of people affected by the COVID-19 pandemic Design, build, program, and test microcontroller-based projects with the C and C++ programming language Book Description We live in a world surrounded by electronic devices, and microcontrollers are the brains of these devices. Microcontroller programming is an essential skill in the era of the Internet of Things (IoT), and this book helps you to get up to speed with it by working through projects for designing and developing embedded apps with microcontroller boards. DIY Microcontroller Projects for Hobbyists are filled with microcontroller programming C and C++ language constructs. You'll discover how to use the Blue Pill (containing a type of STM32 microcontroller) and Curiosity Nano (containing a type of PIC microcontroller) boards for executing your projects as PIC is a beginner-level board and STM-32 is an ARM Cortex-based board. Later, you'll explore the fundamentals of digital electronics and microcontroller board programming. The book uses examples such as measuring humidity and temperature in an environment to help you gain hands-on project experience. You'll build on your knowledge as you create IoT projects by applying more complex sensors. Finally, you'll find out how to plan for a microcontroller-based project and troubleshoot it. By the end of this book, you'll have developed a firm foundation in electronics and practical PIC and STM32 microcontroller programming and interfacing, adding valuable skills to your professional portfolio. What you will learn Get to grips with the basics of digital and analog electronics Design, build, program, and test a microcontroller-based system Understand the importance and applications of

STM32 and PIC microcontrollers Discover how to connect sensors to microcontroller boards Find out how to obtain sensor data via coding Use microcontroller boards in real life and practical projects Who this book is for This STM32 PIC microcontroller book is for students, hobbyists, and engineers who want to explore the world of embedded systems and microcontroller programming. Beginners, as well as more experienced users of digital electronics and microcontrollers, will also find this book useful. Basic knowledge of digital circuits and C and C++ programming will be helpful but not necessary.

**PIC in Practice** McGraw Hill Professional Includes illustrated instructions for origami projects that range from simple to challenging. *SD Card Projects Using the PIC Microcontroller* Andrews McMeel Publishing Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find *The Big Book of Small Python Projects* both enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting programs, and more right away. Once you see how the code works, you'll practice re-creating the programs and experiment by adding your own custom touches. These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create: • Hangman, Blackjack, and other games to play against your friends or the computer • Simulations of a forest fire, a million dice rolls, and a Japanese abacus • Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver • A first-person 3D maze game • Encryption programs that use ciphers like ROT13 and Vigenère to conceal text If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of *The Big Book of Small Python Projects*. It's proof that good things come in small programs! Courier Corporation Equal parts mail art, data visualization, and affectionate correspondence, *Dear Data* celebrates "the infinitesimal, incomplete, imperfect, yet exquisitely human details of life," in

the words of Maria Popova (Brain Pickings), who introduces this charming and graphically powerful book. For one year, Giorgia Lupi, an Italian living in New York, and Stefanie Posavec, an American in London, mapped the particulars of their daily lives as a series of hand-drawn postcards they exchanged via mail weekly—small portraits as full of emotion as they are data, both mundane and magical. Dear Data reproduces in pinpoint detail the full year's set of cards, front and back, providing a remarkable portrait of two artists connected by their attention to the details of their lives—including complaints, distractions, phone addictions, physical contact, and desires. These details illuminate the lives of two remarkable young women and also inspire us to map our own lives, including specific suggestions on what data to draw and how. A captivating and unique book for designers, artists, correspondents, friends, and lovers everywhere.

**Making Thinking Visible** World Bank Publications

John Iovine has created his next masterwork with PIC Projects for Non-Programmers. Engineers and hobbyists new to the PIC who want to create something today will find a valuable resource in this book. By working through the accessible projects in this book, readers will use a symbolic compiler that allows them to create 'code' via flowcharts immediately, getting their projects up and running quickly! The ability to create applications with the PIC from day one makes this a real page turner and a highly satisfying introduction to microcontrollers for both novices and readers who need to build their skills. Gets readers up and running fast with a quick review of basics and then onto ten tried-and-tested projects. No languages to learn: Simply drag and drop the icons, plug in the settings and the PIC will respond to the commands. Step by step guide to using Flowcode 4

*Easy Origami* Publitrone-Elektor

Learn how to use microcontrollers without all the frills and math. This book uses a practical approach to show you how to develop embedded systems with 8 bit PIC microcontrollers using the XC8 compiler. It's your complete guide to understanding modern PIC microcontrollers. Are you tired of copying and pasting code into your embedded projects? Do you want to write your own code from scratch for microcontrollers and understand what your code is doing? Do you want to move beyond the Arduino? Then Programming PIC Microcontrollers with XC8 is for you! Written for those who want more than an Arduino, but less than the more

complex microcontrollers on the market, PIC microcontrollers are the next logical step in your journey. You'll also see the advantage that MPLAB X offers by running on Windows, MAC and Linux environments. You don't need to be a command line expert to work with PIC microcontrollers, so you can focus less on setting up your environment and more on your application. What You'll Learn Set up the MPLAB X and XC8 compilers for microcontroller development Use GPIO and PPS Review EUSART and Software UART communications Use the eXtreme Low Power (XLP) options of PIC microcontrollers Explore wireless communications with WiFi and Bluetooth Who This Book Is For Those with some basic electronic device and some electronic equipment and knowledge. This book assumes knowledge of the C programming language and basic knowledge of digital electronics though a basic overview is given for both. A complete newcomer can follow along, but this book is heavy on code, schematics and images and focuses less on the theoretical aspects of using microcontrollers.

This book is also targeted to students wanting a practical overview of microcontrollers outside of the classroom.

*PIC Projects and Applications using C* Newnes

WHIP UP SOME FIENDISHLY FUN PICAXE MICROCONTROLLER

DEVICES "Ron has worked hard to explain how the PICAXE system operates through simple examples, and I'm sure his easy-to-read style will help many people progress with their PICAXE projects." - From the Foreword by Clive Seager, Revolution Education Ltd.

This wickedly inventive guide shows you how to program, build, and debug a variety of PICAXE microcontroller projects. PICAXE Microcontroller Projects for the Evil Genius gets you started with programming and I/O interfacing right away, and then shows you how to develop a master processor circuit. From "Hello, World!" to "Hail, Octavius!" All the projects in Part I can be accomplished using either an M or M2 class PICAXE processor, and Part II adds 20X2-based master processor projects to the mix. Part III culminates in the creation of Octavius—a sophisticated robotics experimentation platform featuring a 40X2 master processor and eight breadboard stations which allow you to develop intelligent peripherals to augment Octavius' functioning. The only limit is your imagination! PICAXE Microcontroller Projects for the Evil Genius: Features step-by-step instructions and helpful photos and illustrations Allows you to customize each project for your purposes Offers all the programs in the book free for download

Removes the frustration factor—all required parts are listed, along with sources Build these and other devious devices: Simple mini-stereo jack adapter USB-PA3 PICAXE programming adapter Power supply Three-state digital logic probe 20X2 master processor circuit TV-R input module 8-bit parallel 16X2 LCD board Serialized 16X2 LCD Serialized 4X4 matrix keypad SPI 4-digit LED display Countdown timer Programmable, multi-function peripheral device and operating system Octavius—advanced robotics experimentation platform L298 dual DC motor controller board Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

*Creative Coding in Python* Elsevier

Stitch up a storm with these new, stash-friendly projects from every fabric lover's favorite creative force: Spoonflower. Spoonflower—the design-your-own, print-on-demand fabric company known for its unique designs—presents dozens of brand-new projects designed to be completed in just a few hours. Get inspired and turn your favorite fabric into a lovely garland, stylish tote, children's tent, and all sorts of other accessories for home and fashion. The simple step-by-step instructions are accompanied by templates and pattern pieces. With projects for a wide range of skill sets, this book is perfect for both new and experienced sewists. Designing fabric, wallpaper, and gift wrap used to be the stuff of dreams. Today, Spoonflower's technology allows anyone to affordably create, print, and purchase one-of-a-kind fabric or paper.

## PIC IN PRACTICE

Newnes

In 2011 the World Bank—with funding from the Bill and Melinda Gates Foundation—launched the Global Findex database, the world's most comprehensive data set on how adults save, borrow, make payments, and manage risk. Drawing on survey data collected in collaboration with Gallup, Inc., the Global Findex database covers more than 140 economies around the world. The initial survey round was followed by a second one in 2014 and by

a third in 2017. Compiled using nationally representative surveys of more than 150,000 adults age 15 and above in over 140 economies, The Global Findex Database 2017: Measuring Financial Inclusion and the Fintech Revolution includes updated indicators on access to and use of formal and informal financial services. It has additional data on the use of financial technology (or fintech), including the use of mobile phones and the Internet to conduct financial transactions. The data reveal opportunities to expand access to financial services among people who do not have an account—the unbanked—as well as to promote greater use of digital financial services among those who do have an account. The Global Findex database has become a mainstay of global efforts to promote financial inclusion. In addition to being widely cited by scholars and development practitioners, Global Findex data are used to track progress toward the World Bank goal of Universal Financial Access by 2020 and the United Nations Sustainable Development Goals. The database, the full text of the report, and the underlying country-level data for all figures—along with the questionnaire, the survey methodology, and other relevant materials—are available at [www.worldbank.org/globalfindex](http://www.worldbank.org/globalfindex).

### **MILITARY ADVANCED REGIONAL ANESTHESIA AND ANALGESIA HANDBOOK**

Elsevier

PIC Projects and Applications Using C details how to program the PIC microcontroller in the C language. The book takes a learn-by-

doing approach, with applications covering topics such as inputs, outputs, keypads, alphanumeric displays, analogue-to-digital conversion, radio transmitters and receivers, data EEPROM, interrupts and timing. To aid debugging, the book provides a section detailing the use of the simulator and in-circuit debugger. With this book you will learn: How to program the PIC microcontroller in C Techniques for using the simulator and debuggers to find faults on your code The ins and outs of interfacing circuits, such as radio modules and liquid crystal displays How to use the PIC on-board functions, such as interrupts and timing modules, and make analogue measurements Relevant parts of the language are introduced and explained when required for those new to the subject Core principles are introduced gradually for self-paced learning Explains how and why a software program works, and how to alter and expand the code

*DIY Microcontroller Projects for Hobbyists* Chronicle Books  
 Embedded Systems with PIC Microcontrollers: Principles and Applications is a hands-on introduction to the principles and practice of embedded system design using the PIC microcontroller. Packed with helpful examples and illustrations, the book provides an in-depth treatment of microcontroller design as well as programming in both assembly language and C, along with advanced topics such as techniques of connectivity and networking and real-time operating systems. In this one book students get all they need to know to be highly proficient at

embedded systems design. This text combines embedded systems principles with applications, using the 16F84A, 16F873A and the 18F242 PIC microcontrollers. Students learn how to apply the principles using a multitude of sample designs and design ideas, including a robot in the form of an autonomous guide vehicle. Coverage between software and hardware is fully balanced, with full presentation given to microcontroller design and software programming, using both assembler and C. The book is accompanied by a companion website containing copies of all programs and software tools used in the text and a 'student' version of the C compiler. This textbook will be ideal for introductory courses and lab-based courses on embedded systems, microprocessors using the PIC microcontroller, as well as more advanced courses which use the 18F series and teach C programming in an embedded environment. Engineers in industry and informed hobbyists will also find this book a valuable resource when designing and implementing both simple and sophisticated embedded systems using the PIC microcontroller. \*Gain the knowledge and skills required for developing today's embedded systems, through use of the PIC microcontroller.\*Explore in detail the 16F84A, 16F873A and 18F242 microcontrollers as examples of the wider PIC family.\*Learn how to program in Assembler and C.\*Work through sample designs and design ideas, including a robot in the form of an autonomous guided vehicle.\*Accompanied by a CD-ROM containing copies of all programs and software tools used in the text and a 'student' version of the C compiler.

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